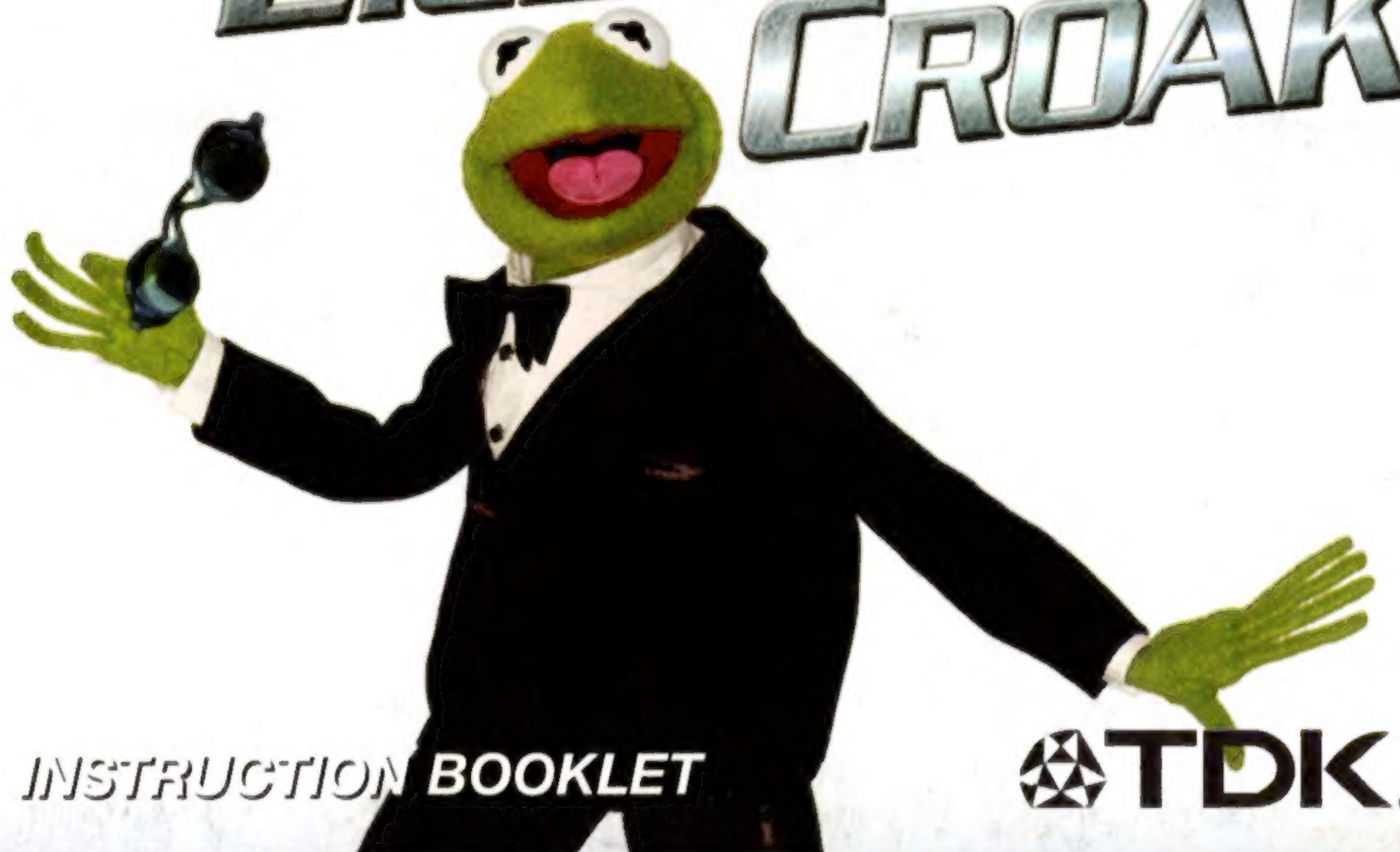


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Jim Henson's
Muppets™
IN
SPY MUPPETS
LICENSE TO
CROAK



INSTRUCTION BOOKLET

AGB-BSSE-USA

TDK®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

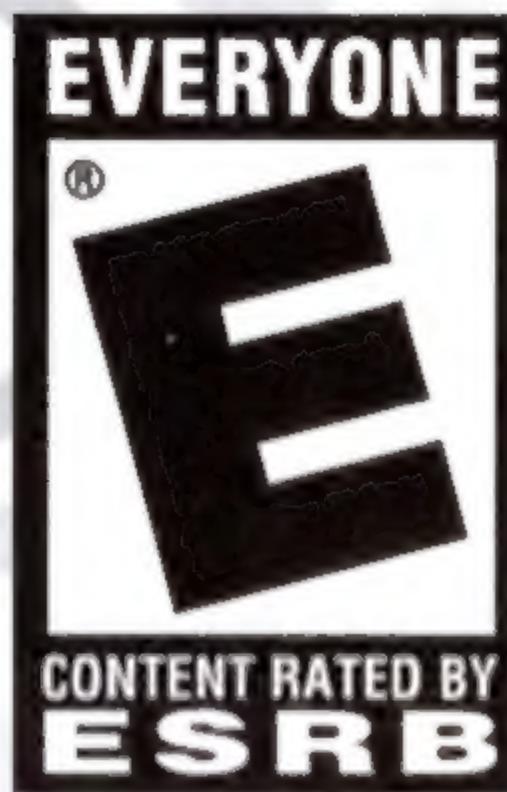
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Repetitive Motion Injuries

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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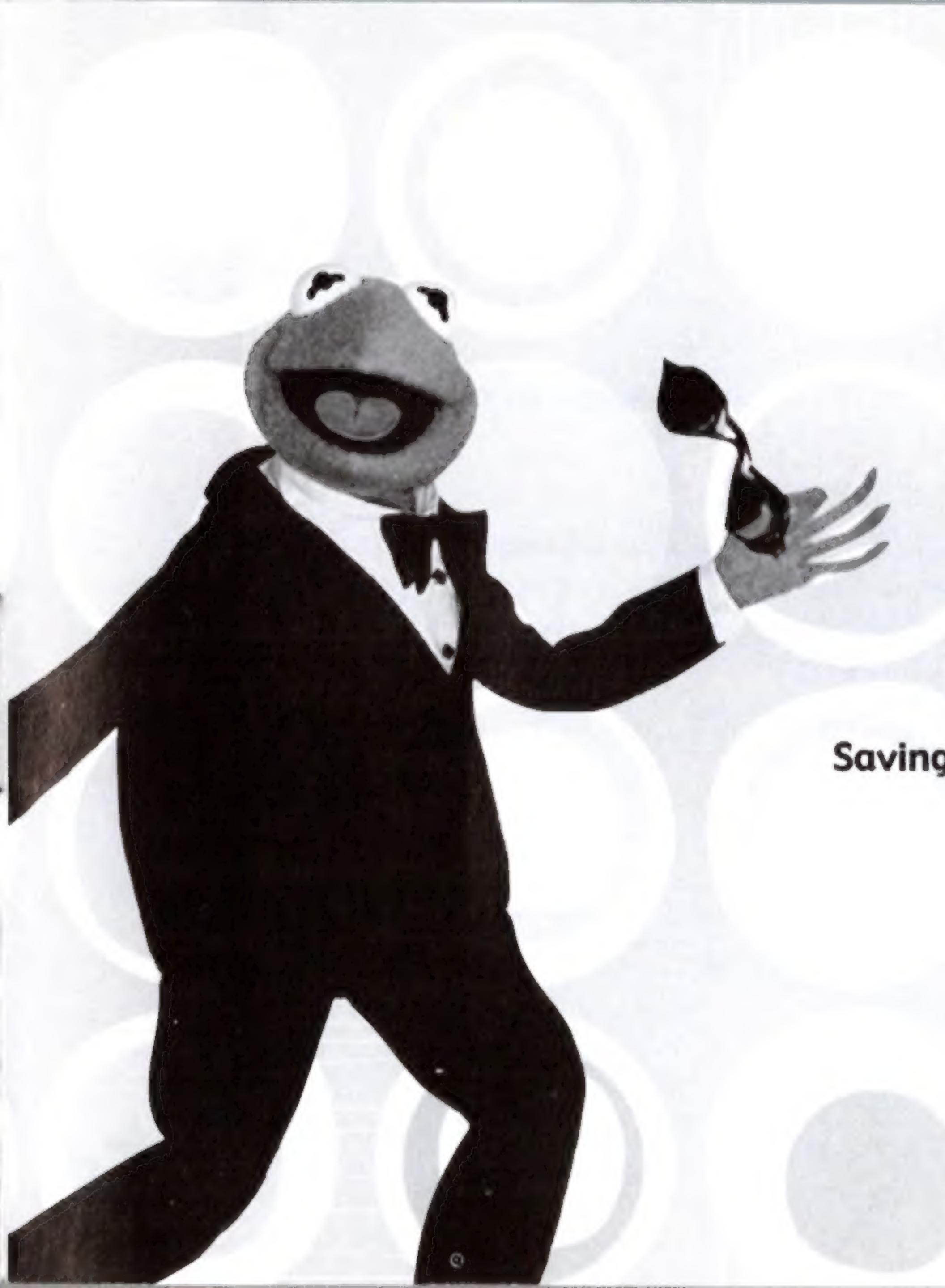
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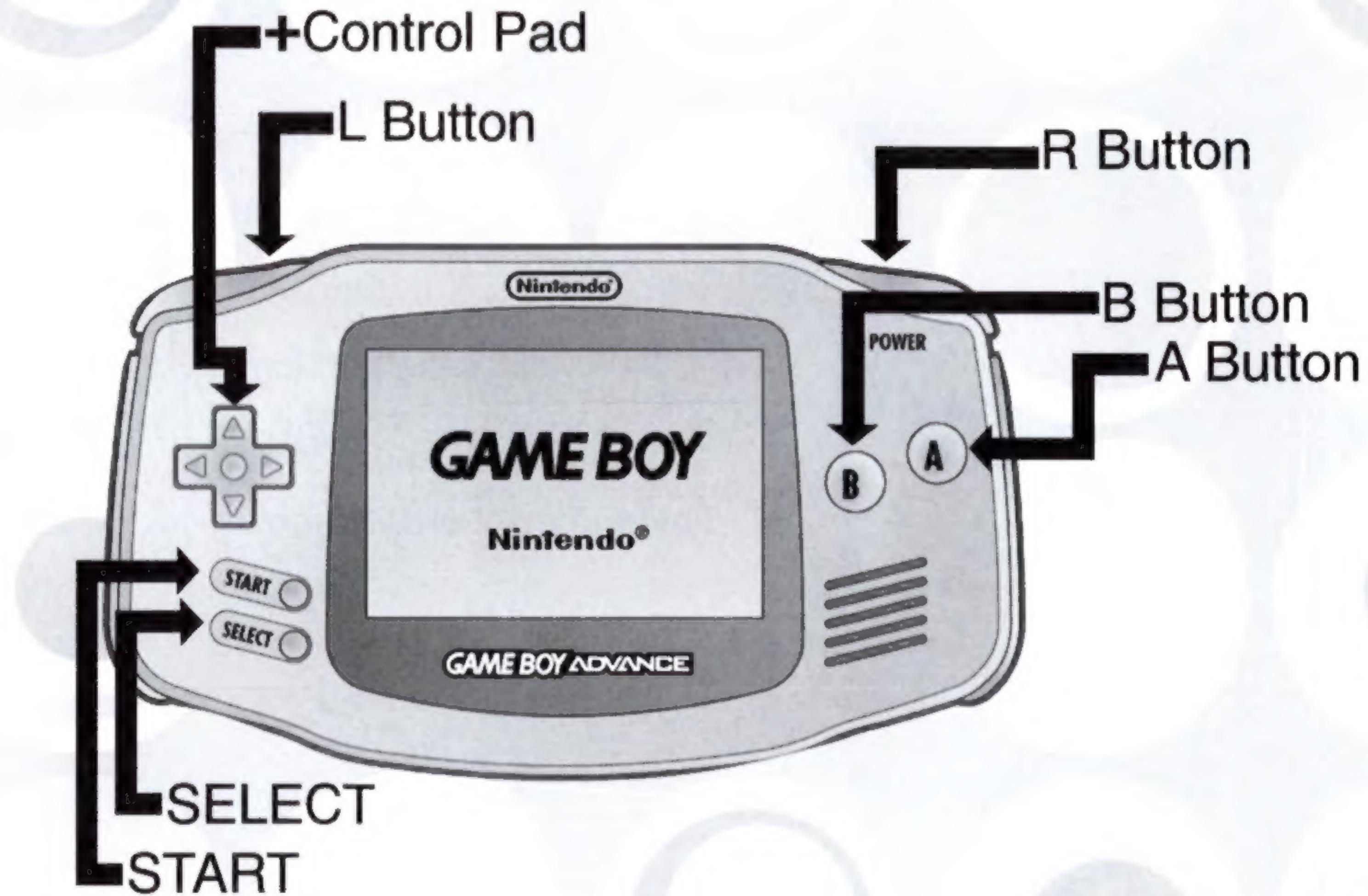
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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1. GETTING STARTED



Make sure the POWER switch is OFF.

Insert Spy Muppets™: License to Croak Game Pak into the Game Boy Advance system as described in your Nintendo Game Boy Advance instruction manual.

Turn the POWER switch ON. **WARNING: Inserting the Game Pak when the Game Boy Advance is already on might result in damage to the Game Pak.**

2. THE STORY

**The fate of the free
world rests in the
hands of the planet's
wettest secret agent.
His name is Frog ...**



**Kermit™ the Frog. He works for a spy team that
protects innocents from villainous threats such as
Piggy™ Galore, Dr. Nose, and the worldwide crime
organization known as
S.H.E.L.L. (Secret Hidden Evil League of Lobsters).**

**On his latest mission, Kermit™ must track down
every major world super-villain to discover
and foil – the secret plot of a mysterious
Master Villain!**

3. STARTING UP

3.1 Title Screen

Insert **Spy Muppets™, License to Croak Game Pak** into your Game Boy Advance and turn it on. The title screen will appear. Press START or the A Button to proceed to the language selection screen.

3.2 Language Selection Screen

Use the +Control Pad to scroll through the options and press START or the A Button to select one.

3.3 Main Menu

Use the +Control Pad to scroll through the options and press the A Button to select one.



3.4 New Game

Select this option to start a new game in Story Mode.

3.5 Choose Difficulty

In a New Game or in Activity Mode (see below) you can decide which level of difficulty you'd like to attempt: Easy, Medium or Hard.

In Story Mode, once you choose a difficulty level, all missions will operate at the difficulty level you selected. In order to change difficulty, you will need to start a new game in Story Mode.

3.6 Continue

Enter a password to continue gameplay. Select letters by pressing the A Button. If the password you enter is incorrect, the words "Bad Password" will appear. Use the "back arrow" at the bottom of the screen or the B Button to erase letters.

3.7 Story Mode

Choose Story Mode to pick up from where you left off in the story.



3.8 Activity Mode

In Activity Mode you can play any of the mission-based levels you've previously completed in Story Mode, at any difficulty Level. If you unlock a Boss Battle against a Villain (Dr. Nose, Piggy™ Galore or King Prawn) then the Deathtrap associated with that battle will also be unlocked.



Press the +Control Pad Left and Right to switch between different Villains' mission lists. Highlight a mission by pressing the +Control Pad Up or Down. Press the A Button to choose a mission. NOTE: Some Activities are only accessible via Story Mode, such as Choose a Villain, Equip Vehicle, and the Final Boss Battle.

3.9 The Pause Screen & Menu

During gameplay press START to pause the game and access these options. Use +Control Pad **↑** or **↓** to scroll through the options. Press the A Button to select an option.

Continue – Return to your game

Options – Adjust sound volumes (see below)

Sleep – Activate Sleep mode

Quit game – Quit the current game



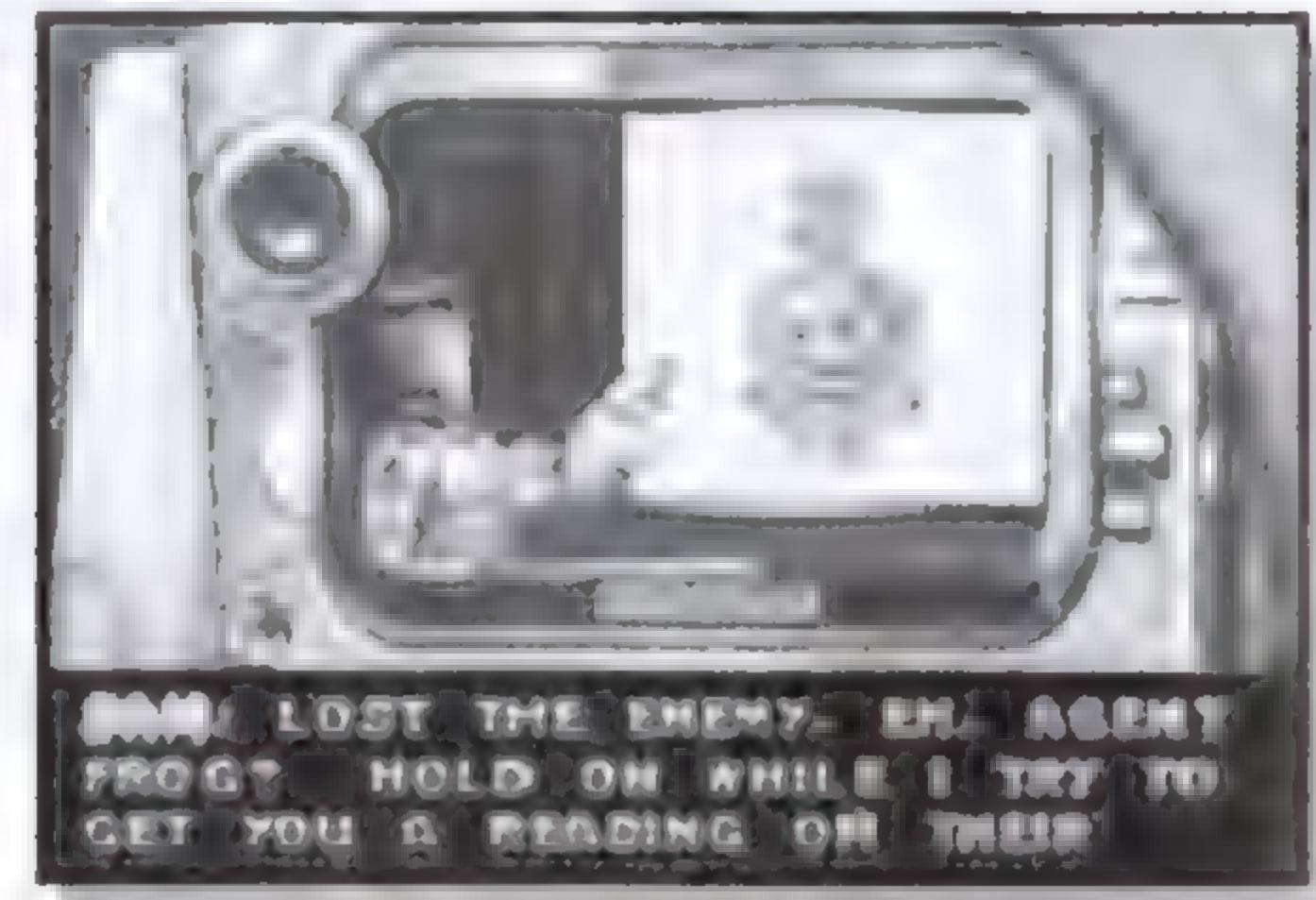
3.9.1 Options

Select this to change the settings for music and sound effects. Use the +Control Pad **←** or **→** to raise or lower the sound settings. Press the A Button to confirm the setting and return to the Options Menu.

4. PLAYING THE GAME

4.1 Briefings and Debriefings

Before each mission, Agent Patriot (Sam the Eagle™) will provide valuable information to prepare you for what may lie ahead, as well as instructions on next steps. During and after missions, Sam may communicate with you via Kermit™'s two-way TV wrist-watch.

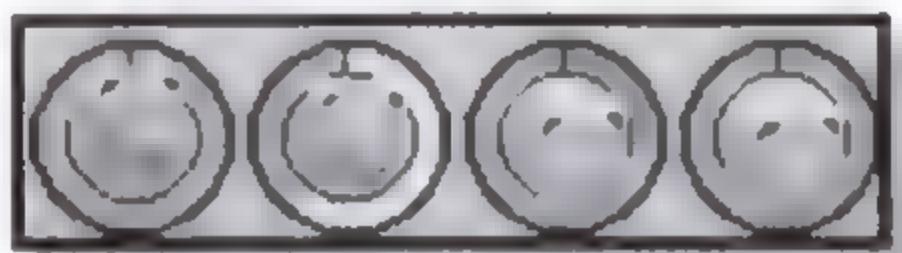


4.2 Displays, Meters and Generic Pickups

While playing the game there are certain heads-up displays (HUDs) and meters that you will see, sometimes more than once. There are also some pickups and powerups that appear across different missions. Here are the main ones to look for, and how they work.

4.2.1 Health / Damage Meters

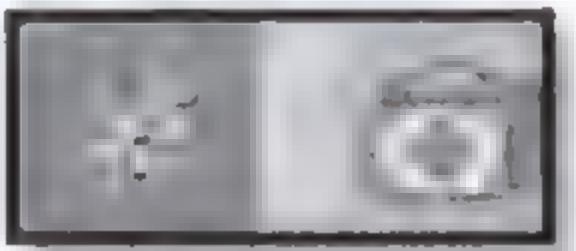
Kermit™ and certain other characters and vehicles in the game have Health or Damage meters that let you know what condition they're currently in.



When a character's Health meter reaches Empty, the character is defeated. When a vehicle Damage Meter reaches Empty, the vehicle is destroyed. Some hench-Muppets™ have Health Meters that shrink as the character takes damage. When the meter disappears entirely, the character is defeated.

4.2.2 Health / Repair Pickups

These are pickups that repair damage to either your character or your vehicle. If the player or vehicle has taken no damage, then these items will have no effect.



4.2.3 Chase Meter

In some missions Kermit™ must give chase to enemy hench-Muppets™. Use the Chase Meter to keep an eye on how far behind the bad guys you're falling. If you're getting too far behind, you will be warned with a "Hurry Up!" message, and the head icon of the hench-Muppet™ you're chasing will blink. If you fall too far behind for too long, the enemy will escape!

4.2.4 Help Meter

If you fail in a battle against one of the main villains (Piggy™ Galore, Dr. Nose or King Prawn) that villain will put Kermit™ into a Deathtrap and then, in standard super-villain fashion, leave the scene of the crime. Fortunately the agents always keep a back-up field agent ready for just such a scenario!

In Deathtrap levels you control a different agent in a race against time. If you don't rescue Kermit™ before his head icon reaches the bottom of the "Help!" meter, then Kermit™ is defeated and he must return all the way back to HQ to start over.



4.2.5 Toss Meter

In some missions Kermit™ must lob or throw items at his foes. This is accomplished via the Toss Meter, which appears when Kermit™ is holding an item he can throw. Press Up and Down on the +Control Pad to change your throw angle, then press and hold the A Button to charge up the meter and release it to throw! The more powered-up the meter is, the harder Kermit™ throws the item.

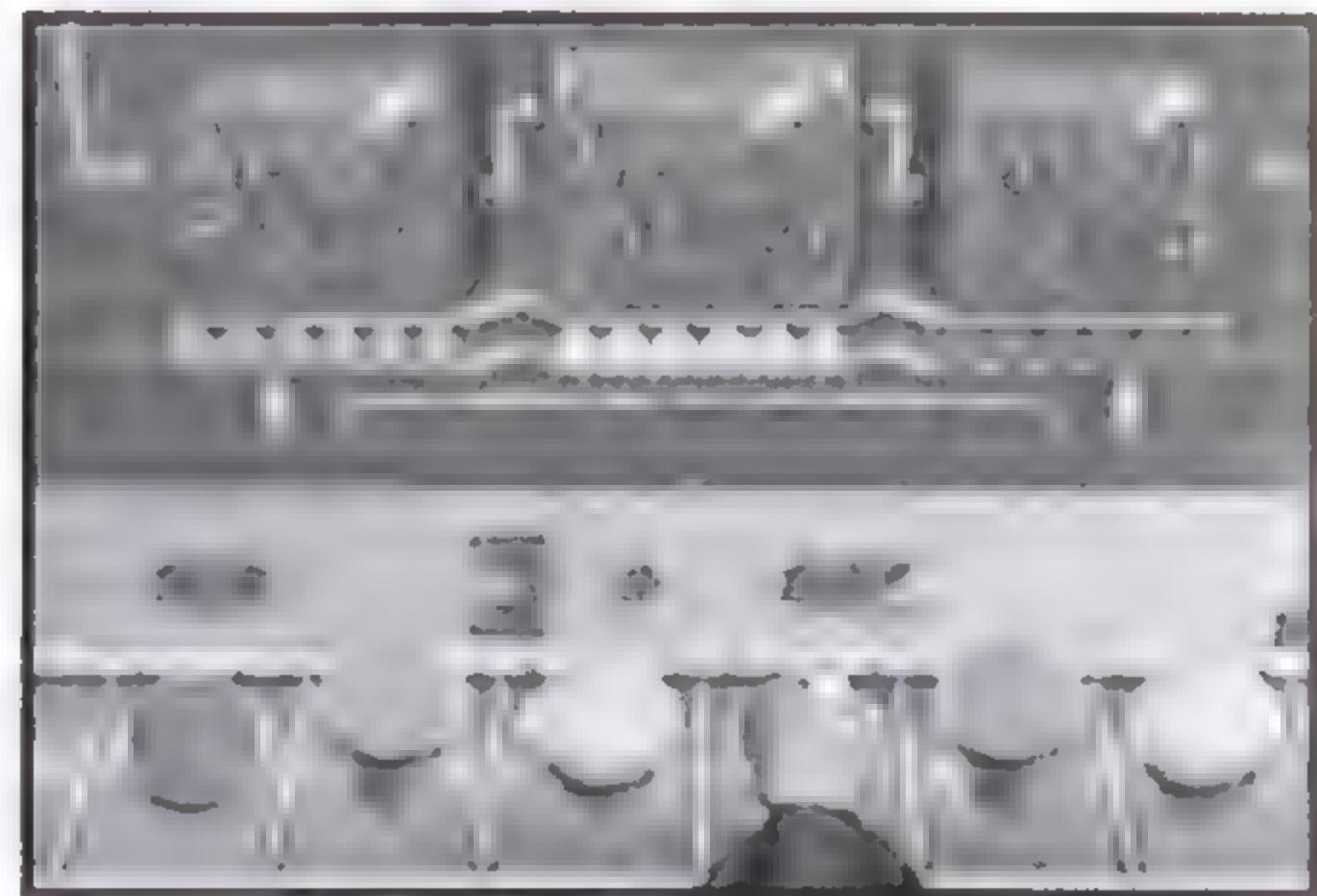


5. MISSIONS

5.1 Choose a Villain

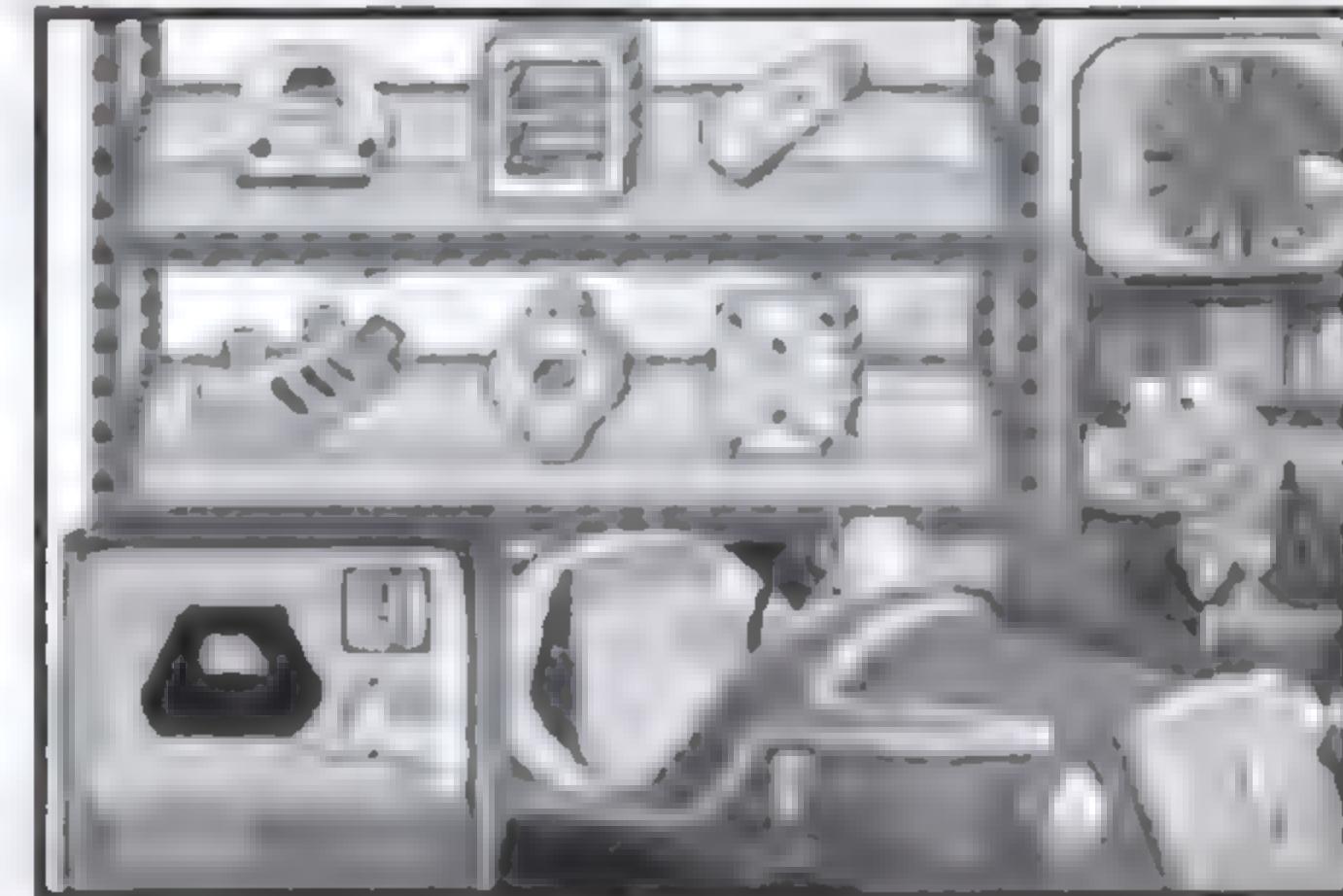
In Story Mode, Kermit™ must first decide which Villain to track down, by selecting one in the High-Tech Global See-All-Kinds-of-Stuff Tracking Room. Here, the buttons in the foreground can be pressed by Kermit™ to change their color. By matching the six buttons to the six lights under the images of one of the three Villains, you are able to choose which villain you'd like to pursue.

- +Control Pad: ← or → moves Kermit™ left and right
- A or B Button: Press the button in front of Kermit™
- START: Pause game and enter Pause Menu



5.2 Equip Vehicle

What's going on ... Agent Frog needs to prepare his own spy vehicle? Unfortunately it's true, as Agents B & B always seem to be too busy to help! Kermit™ has only a little time in which to correctly install all components of the super-vehicle. The clock is constantly running down, and if you take too long to succeed, the hench-Muppet™ gets away and you must start all over again. The number on the computer screen indicates how many components are left to be installed in the vehicle. For each component, a new silhouette appears on the computer screen, and new shelves slide onscreen, holding 6 possible matches to the silhouette. Select each item using the +Control Pad, and when you think you have a match, press either the A or B Button.



- +Control Pad **←, →, ↑ or ↓**: Hightlight different components
- A or B Button: Attempt to install the highlighted component
- START: Pause game and enter Pause Menu

5.3 Mission PG-1: Car Chase

Some of Piggy™ Galore's henchpigs have been spotted leaving the area in a food truck! Now Kermit, having equipped his special spy car, must pursue the henchpigs all the way to Piggy™ Galore's secret hideout. Watch out for oil slicks, potholes and the henchpig throwing fruits and veggies out the back of the truck. Pick up horn icons and press the A or B Button to send a shattering sound attack the henchpigs' way. If you fall too far behind, or if your car is destroyed, the mission will be a failure!

- +Control Pad:  /  steers between the lanes;  /  accelerates/decelerates the car
- A or B Button: Horn attack (if Horn icons are in inventory)
- START: Pause game and enter Pause Menu



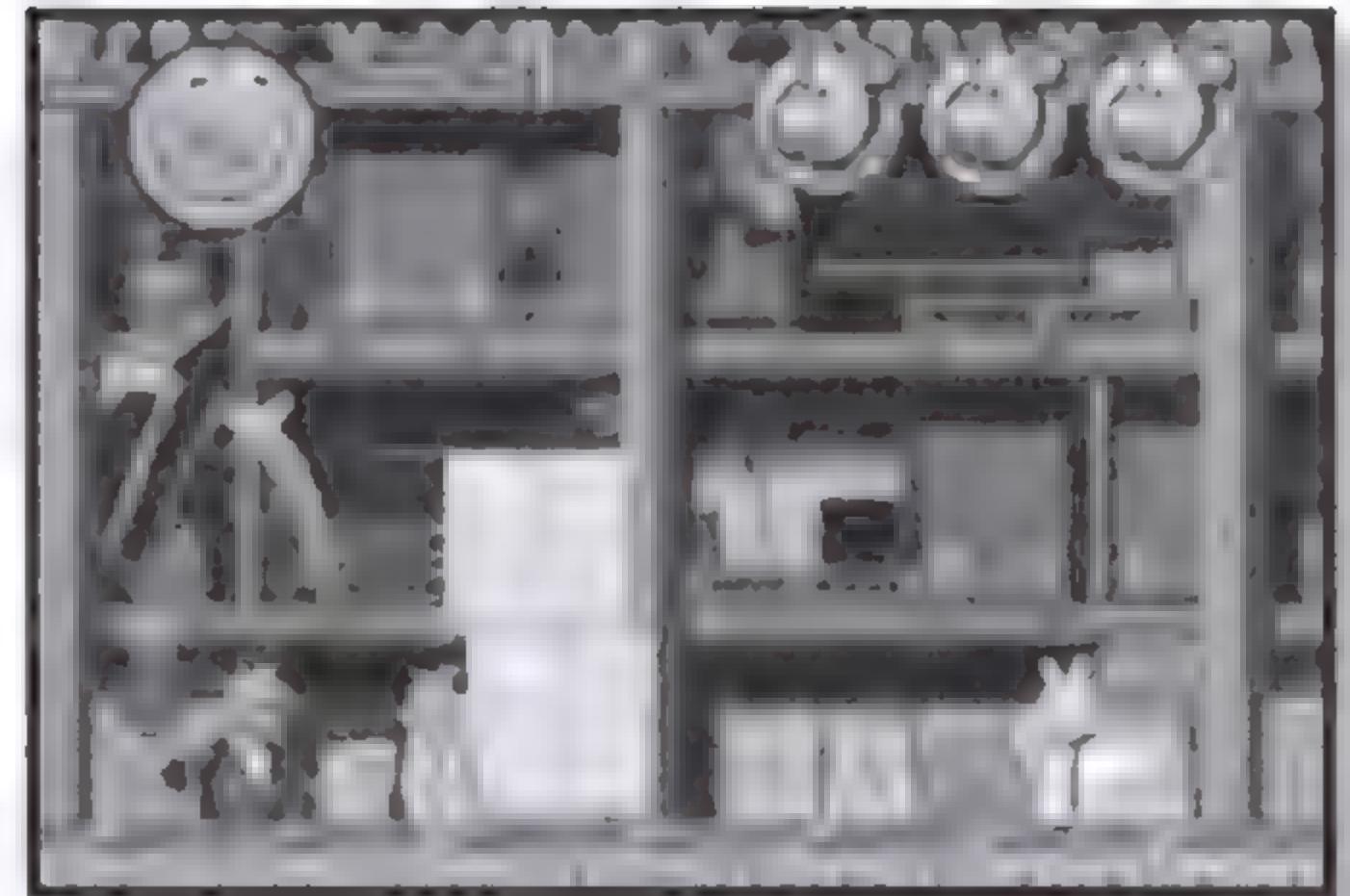
5.4 Mission PG-2: Food Fight

Kermit™ has followed the henchpigs to Piggy™ Galore's food factory hideout, but it's full of enemy food-tossing pigs! Toss food items at the henchpigs and try to knock them out before they do the same to you!

A conveyer belt carries the food items from left to right, offering you the items first and forcing the pigs to choose afterward. Grab an item off the belt, then press Up and Down on the Control Pad to aim your Toss Meter. When your aim is just right, press and hold the A or B Button to charge up your Toss Meter, then release to lob the item. Each pig must be hit several times in order to be knocked out. Once that happens, the boxes blocking your path will drop out of sight, so that you can move forward to confront the next pernicious porker!

There are three types of food items that are usable in this activity by Kermit™ and the henchpigs: pineapple, eggplant, and gelatin mold. If the food items collide in mid-air, they will react to each other in various ways.

- +Control Pad:  moves Kermit™ left and right;  aims food toss
- A or B Button: If hand is empty, then pick up item from conveyer. If hand is full, press and hold to activate and charge Toss Meter, release to toss the food item
- START: Pause game and enter Pause Menu

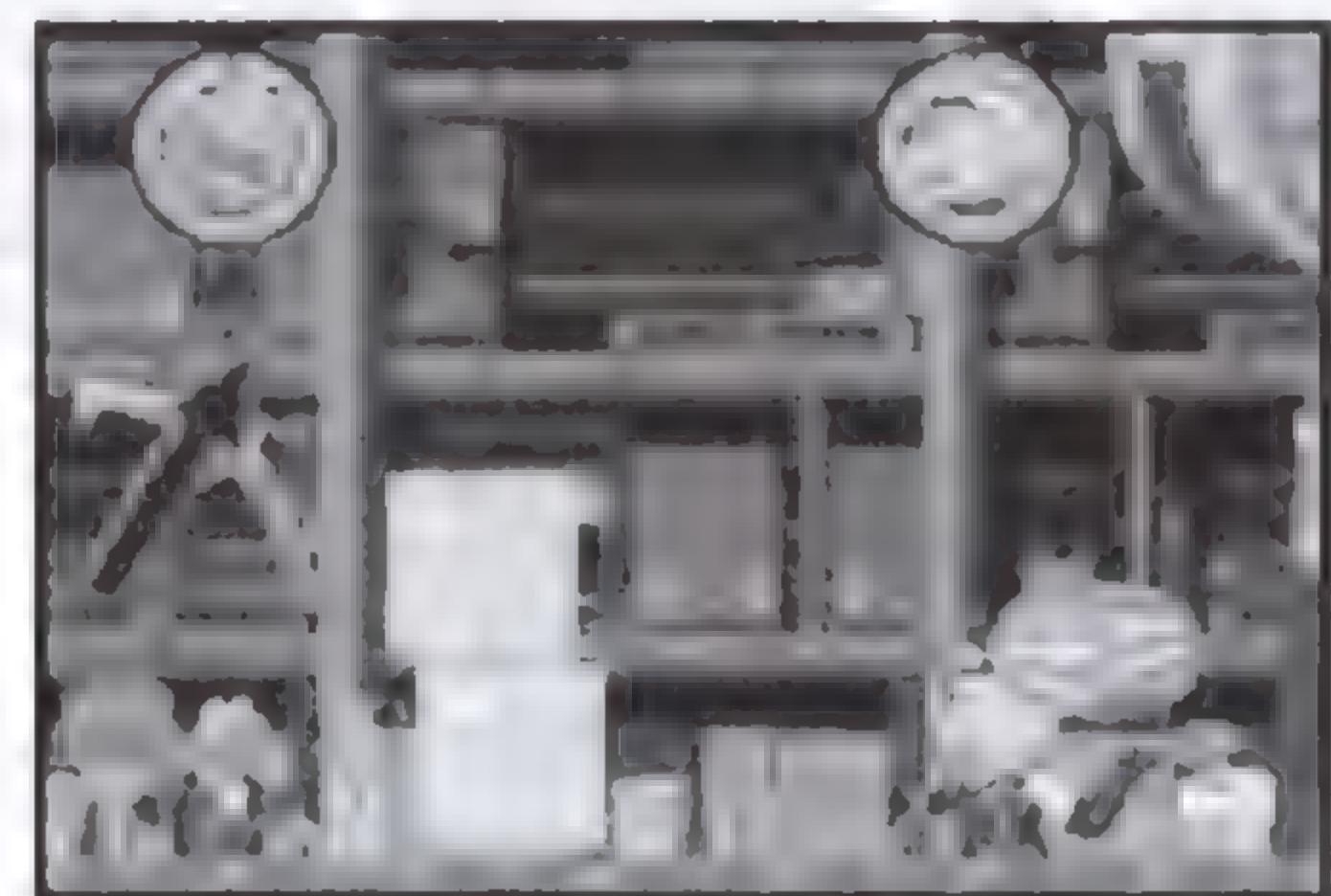


5.5 Mission PG-3: Piggy™ Galore Boss

With her henchpig lackeys out of the way, it's time to confront that spy-gone-bad herself, Piggy™ Galore! But Piggy™ will be harder to take out than her henchpigs ... and she's got a food-flinging machine to back her up!

Try to knock Piggy™ out before she's able to activate her deadly food-flinging machine! If enough food items go into the machine's opening, Piggy™ will push the button which causes the machine to lob a barrage of fruits and veggies your way. And while you're distracted, she might eat some food to regain her strength!

- +Control Pad: **←/→** moves Kermit™ left and right; **↑/↓** aims food toss
- A or B Button: If hand is empty, then pick up item from conveyer. If hand is full, press and hold to activate and charge Toss Meter, release to toss the food item
- START: Pause game and enter Pause Menu

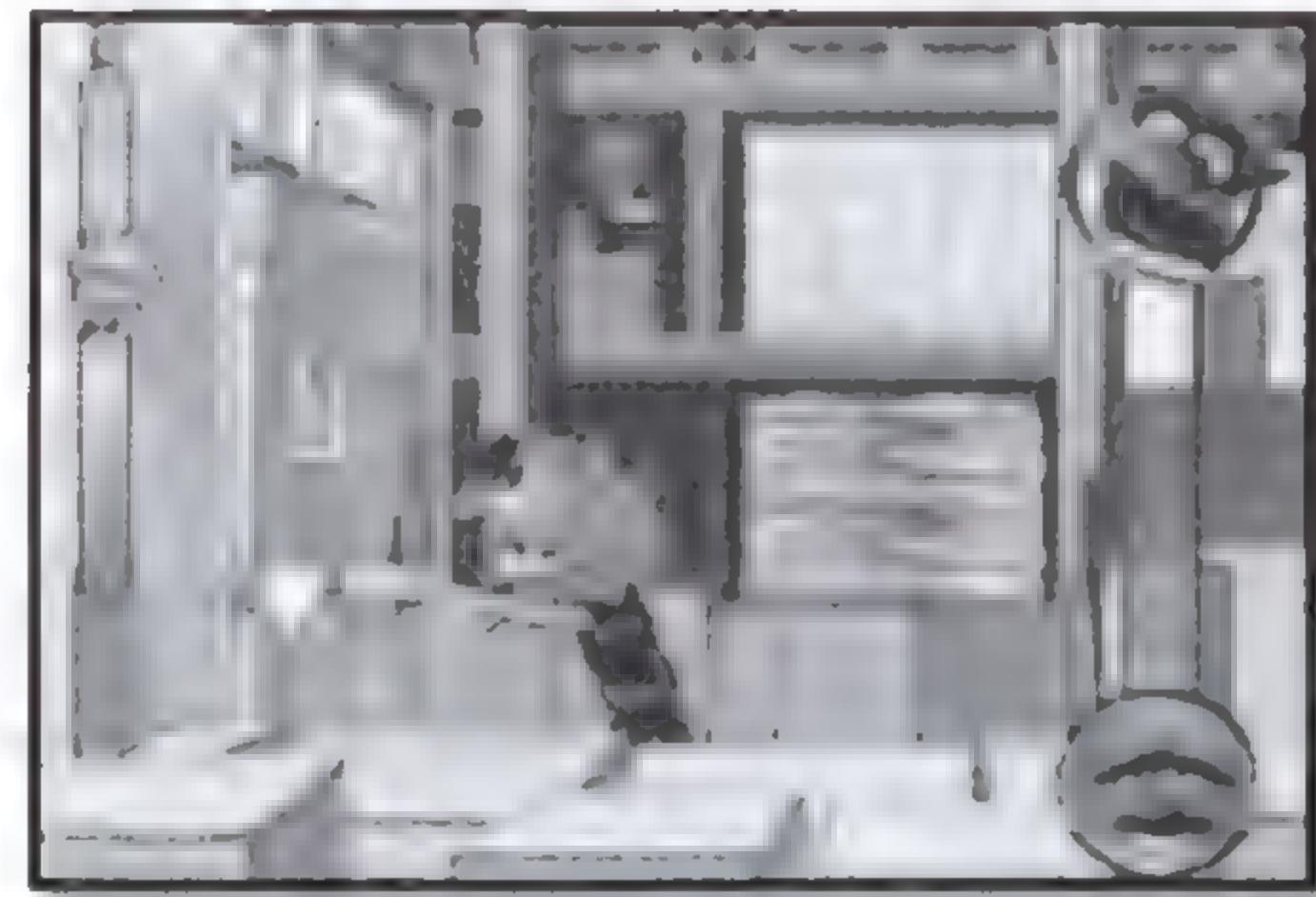


5.6 Deathtrap: Open the Fridge

If you fail to defeat Piggy™ Galore in Mission PG-3, Kermit™ is placed in a Deathtrap involving a huge refrigeration chamber. But now it's super-strong, super-insane Agent Argh to the rescue! Bash down the refrigerator's door before Agent Frog's fate is sealed!

Watch the Power Meter on the right-hand side of the screen. Hit the A or B Button as close to the meter reaching the top as possible. That will freeze the meter in that position and then Agent Argh will hit the door at that power level. Keep hitting the door as hard as you can until it opens!

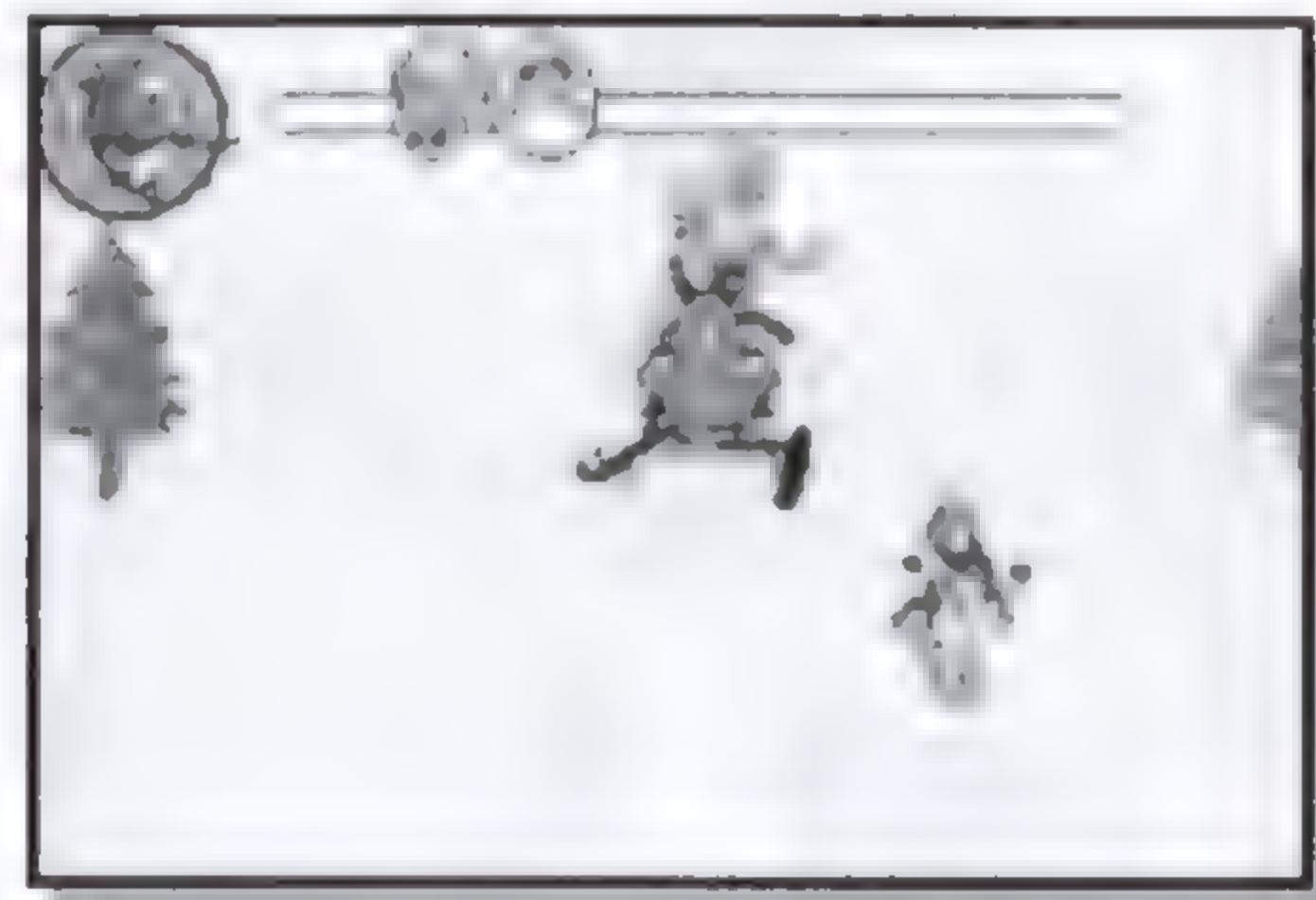
- Ⓐ A or B Button: Freeze Power Meter and Hit Door
- Ⓑ START: Pause game and enter Pause Menu



5.7 Mission DN-1: Snowmobile Chase

“Follow that chicken!” Agent Frog and his back-up agent, “FFF” (Fozzie), are hot on the trail of a snowmobile-riding hench-chicken! Steer around or jump over obstacles such as trees, rocks and even skiing penguins as you try to stay close behind the escaping bird!

- +Control Pad:  steers snowmobile;
 accelerates/decelerates the snowmobile
- A or B Button: Jump
- START: Pause game and enter Pause Menu



5.8 Mission DN-2: Snowball Fight

Kermit™ has followed the hench-chicken to a location near Dr. Nose's icy fortress, but it's defended by enemy snowball-throwing chickens! Throw snowballs at the hench-chickens and try to knock them out before they "wing" you with a snowball instead. Fozzie is still woozy from the ride down the mountain, so don't be surprised if he staggers or slides through the "no Muppet's land" in the middle!

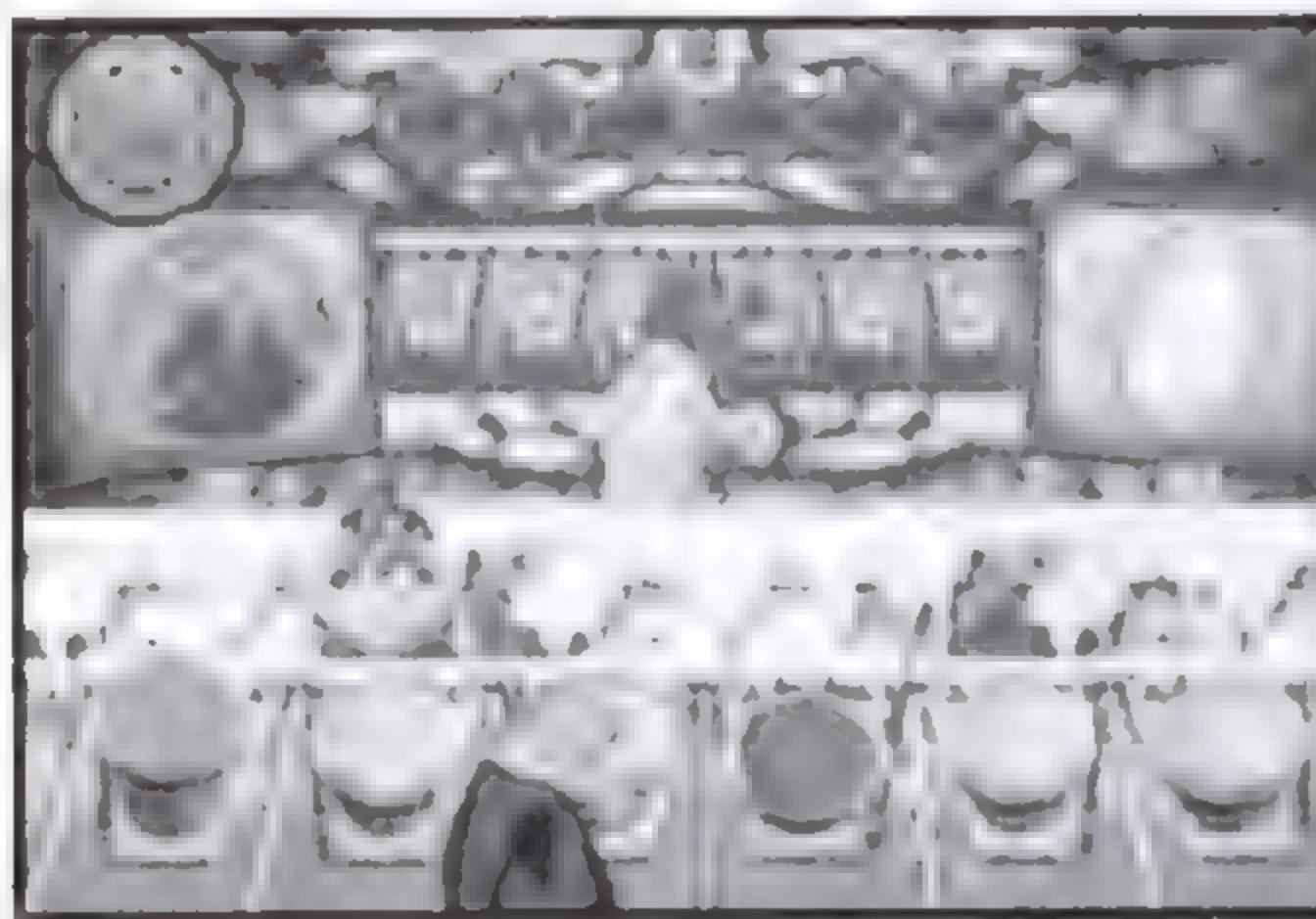
- +Control Pad:  moves Kermit™ left and right;  causes him to duck
- A or B Button: Toss a snowball
- START: Pause game and enter Pause Menu



5.9 Mission DN-3: Dr. Nose boss

Having penetrated Dr. Nose's frozen stronghold, Kermit™ confronts the evil genius himself. But what's this? Dr. Nose is once again trying to change the Earth into a giant egg! If Kermit™ can't short-circuit Dr. Nose's evil invention, who knows what will happen?

Press the buttons on the control panel to change them all to red. Dr. Nose (Gonzo™) will be trying to change them all to green. Watch out for Dr. Nose's loyal hench-chickens, who will hen-peck you if they get a chance. If you succeed, the machine short-circuits and the Earth is saved. If Dr. Nose succeeds ... well, let's not think about that!



- +Control Pad: \leftarrow/\rightarrow moves Kermit™ left and right; \downarrow to duck
- A or B Button: Press the button in front of Kermit™
- START: Pause game and enter Pause Menu

5.10 Deathtrap: Omlette of Doom

If Kermit™ fails to stop Dr. Nose in Mission DN-3, he is placed in a Deathtrap known as the Omelette of Doom. Kermit™ is tied down in a giant skillet and the Swedish Chef is going to fry him into the world's largest (and deadliest) omelette! But it will take eggs ... lots of eggs.

So the hench-chickens are busy laying eggs, which will go right from their nests through a chute system to drop into the giant frying pan.

Agent FFF (Fozzie) to the rescue! FFF has accessed the controls for the chutes system, and if he can only redirect enough eggs to hit the Swedish Chef instead of landing in Kermit™'s frying pan, he can save Kermit™!

Rotate the center hub to change the paths of the falling eggs. Try to make as many eggs hit the Chef as you can. Each egg that hits the Chef lowers his interest (signified by his Interest Meter on the right-hand side of the screen). If the Chef's Interest Meter reaches the bottom, he'll get fed up and leave, allowing Kermit™ to escape! However, each egg that comes out of the middle or left side of the central hub will land in Kermit™'s frying pan, adding to the omelette and shortening the time he can hold out!

• +Control Pad: ←/→ to rotate center hub

• A or B Button: None

• START: Pause game and enter Pause Menu



5.11 Mission KP-1: Boat Chase

Henchlobsters of the Secret Hidden Evil League of Lobsters have been seen leaving in a lobster boat. Now, with his own spy dinghy prepared for action, Kermit™ must stay close behind the enemy boat and follow it to S.H.E.L.L.'s secret sea cave hideout.

Pick up boat engine icons and then press A or B Button to do a super-jump! Watch out for buoys and suicidal henchlobsters, as they will damage your boat. Pick up wrench icons to repair your boat's damage.

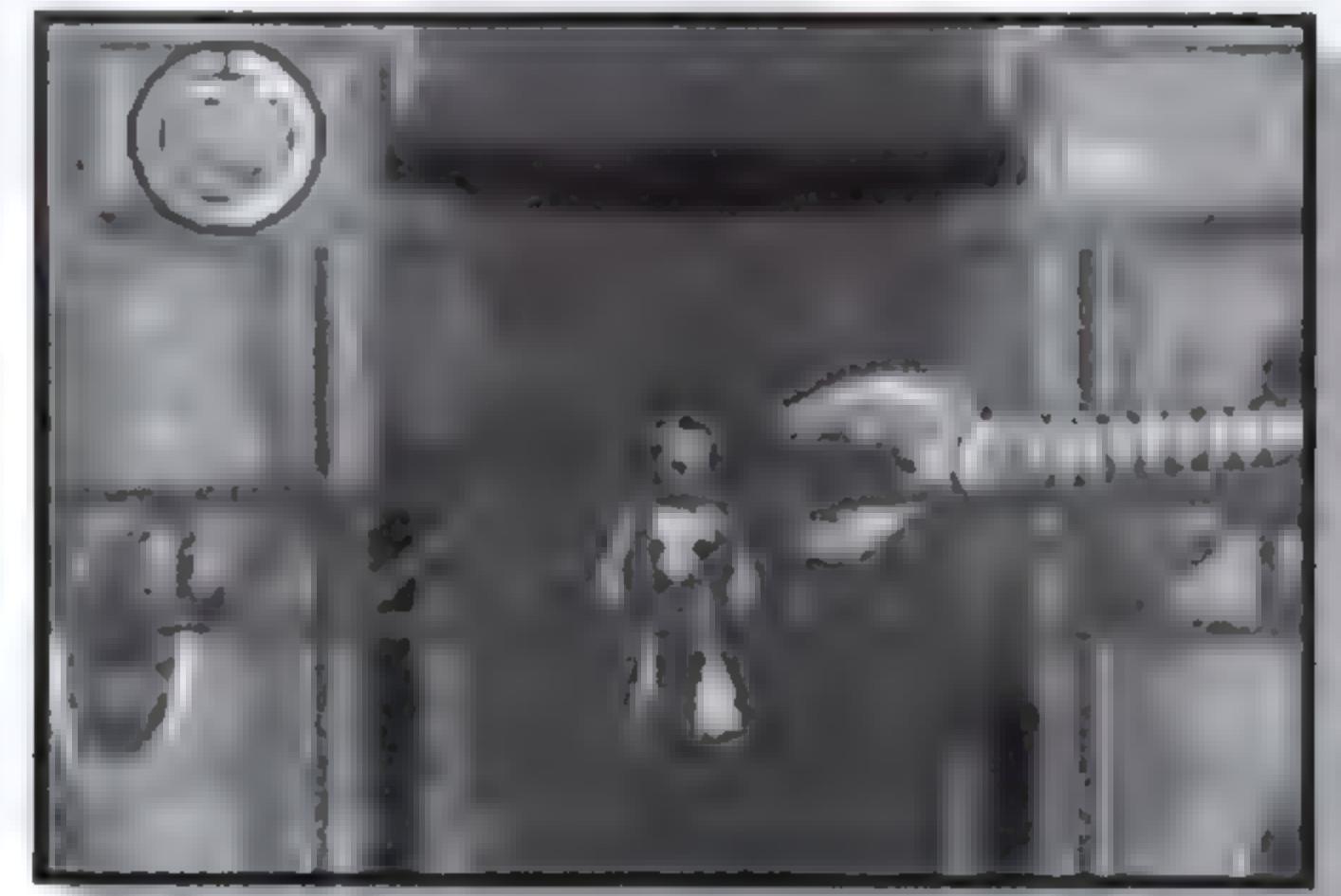
- +Control Pad:  /  steers between the lanes;  /  accelerates/decelerates the boat
- A or B Button: Jump (if Jump icons are in inventory)
- START: Pause game and enter Pause Menu



5.12 Mission KP-2: Tunnel Trouble

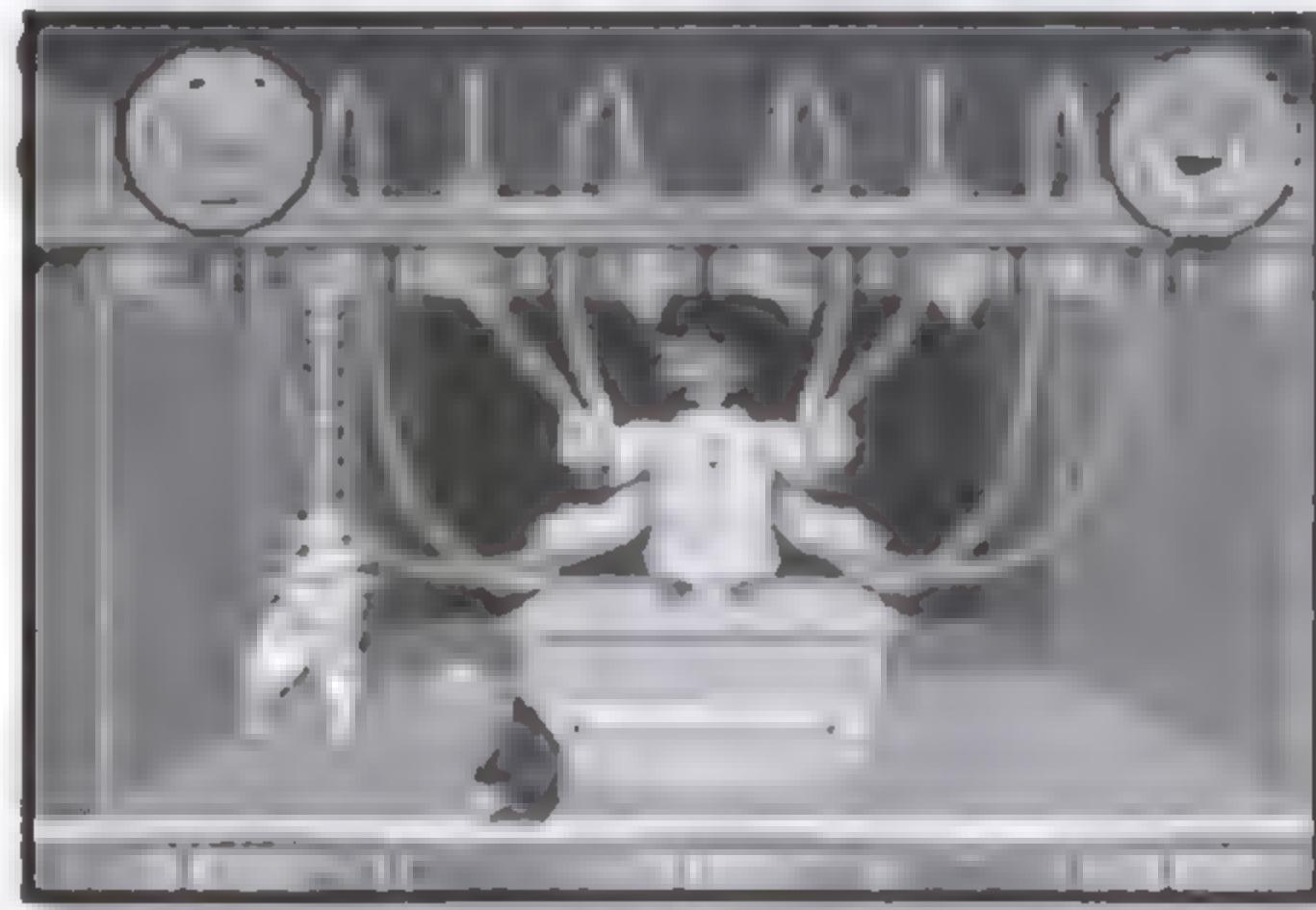
Kermit™ has found the underwater tunnel that leads to the innards of S.H.E.L.L.'s headquarters ... but in order to keep him alive, you'll need to do some fancy swimming around some nasty mechanical lobster claws!

- +Control Pad: **←/→** moves Kermit™ left and right;
↑/↓ to accelerate/decelerate rate of swimming
- A or B Button: None
- START: Pause game and enter Pause Menu



5.13 Mission KP-3: King Prawn Boss

Kermit™ now confronts King Prawn (Pepe™), but the villain is ready for our hero ... he's wired into a contraption that allows him to drop mechanical lobster claws down on Kermit™ in order to give him a vicious pinch! Kermit™ must use his electrified pen to zap the claws and send an electrical current back up the wiring to shock King Prawn into submission! Press the A Button to reach out and zap a claw when it's in front of you and fully dropped, which will deliver an electrical shock back up to King Prawn. Enough of these jolts will deplete King Prawn's health meter and achieve victory! If you get low on health, look for health pickups to drop your way after you give King Prawn a few shocks.



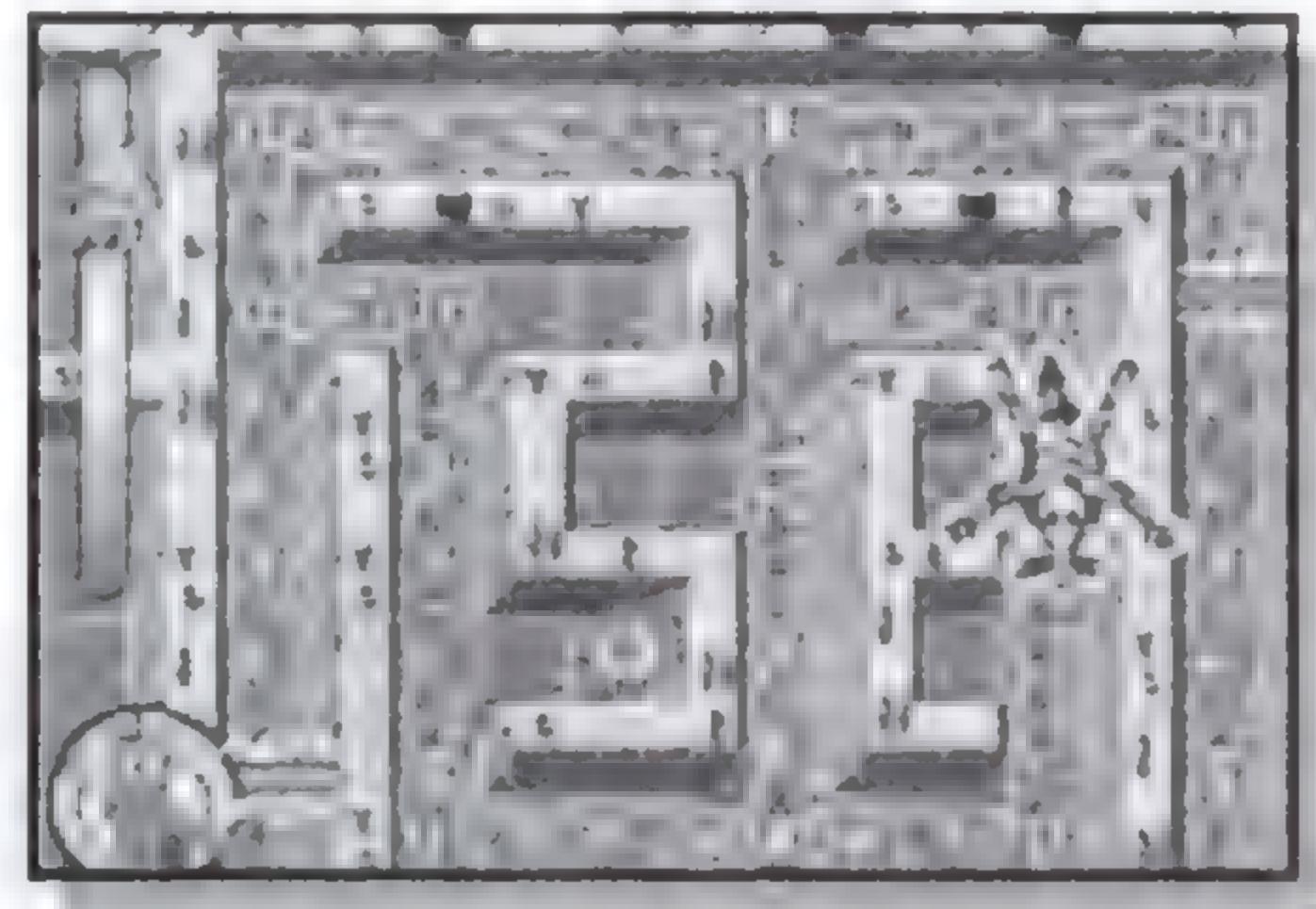
- +Control Pad: \leftarrow / \rightarrow moves Kermit™ left and right
- A (or B) Button: Use Kermit™'s electrified pen.
- START: Pause game and enter Pause Menu

5.14 Deathtrap: Rizzo to the Rescue

If Kermit™ is defeated by King Prawn, the crabby crustacean puts him in a Deathtrap, lowering our hero slowly into a pool of hungry lobsters. But now it's Rizzo to the Rescue! Guide Rizzo™ through a hidden maze of circuitry, biting through wires to cut the power to the winch that's lowering Kermit™.

Press the A or B Button to bite on a wire that's in front of you. But don't bite them when they're glowing or you'll get a nasty shock! If you run out of health, or run out of time, poor Kermit™ becomes seafood! If you're able to bite through all the wires in time, Kermit™ lives to fight another day!

- +Control Pad: ←, →, ↑ or ↓ to navigate Rizzo through the maze
- A or B Button: Chew wire (if a wire is directly in front of Rizzo)
- START: Pause game and enter Pause Menu



5.15 Final Boss Battle

The master villain has been revealed, and now Kermit™ must battle a giant robot to save the world! Throw bricks at the robot's weapons systems to knock them out, one by one! Make sure you don't hit anything but the robot, as villains of this magnitude are not above taking hostages!

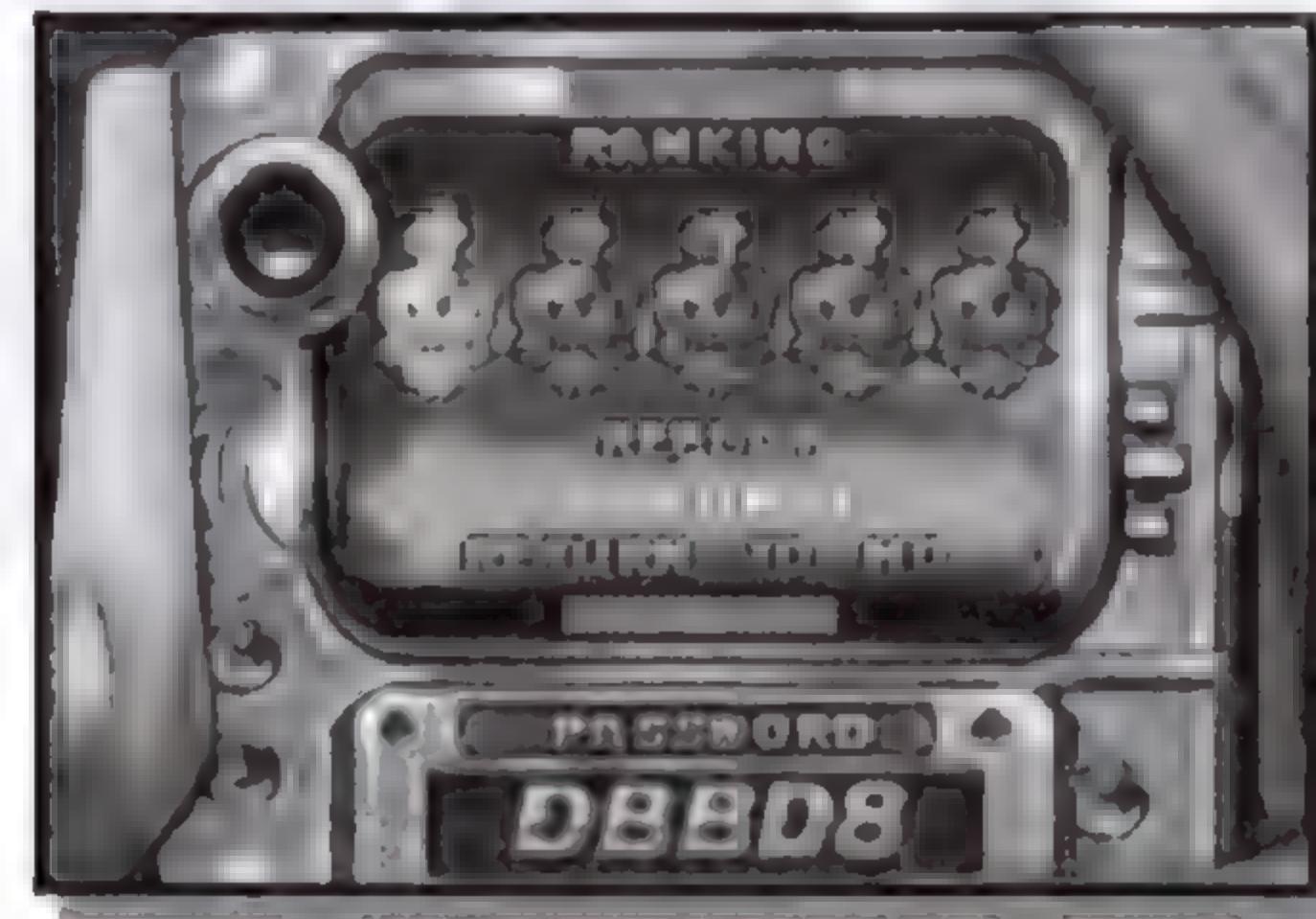
Press the B Button to duck and protect yourself from the robot's projectile attacks.

- +Control Pad: **←/→** moves Kermit™ left and right; **↑/↓** aims brick toss
- A Button: Press and hold to charge Toss Meter, release to toss the brick
- B Button: Press and hold to duck / block
- START: Pause game and enter Pause Menu



6. SAVING YOUR GAME PROGRESS

Spy Muppets™: License to Croak utilizes a password-based system for saving and loading games. After the successful completion of each mission, you will be given a password consisting of a combination of five (5) letters and/or numbers.



Write down this password after completing each mission, so that you can return to this point in gameplay at another time. To Load a Saved Game, press "Continue" on the Main Menu and then enter your password.

7. CREDITS

Developed By **Vicarious Visions Inc.**

CEO / Chief Creative Officer
Karthik Bala

VP of Product Development
Tobi Saulnier

Producer and Lead Designer
Evan Skolnick

Lead Artist and Animator
Jason Harlow

Additional Art and Animation
Eric DeSantis
Brent Gibson
Tim Higgins
Andy Lomerson
Rui Tong
Arjen van Haren

Lead Programmer
Ivo Wubbels

Programmers
Jeroen Schmitz
Jan-Lieuwe Koopmans
Rudy de Jong
Bart Venderbosch

Audio
Bart Ruijmans

Vicarious Visions Special Thanks:

Jesse Booth
Travis Cameron
Alissa Cattabriga
Di Davies
Chris Degnan
Steve Derrick
Jorge Diaz
Tim Stellmach
Robert Trevellyan
Ruud van de Moosdijk
Albert Vasquez
Marco Willemsen
Chongguang Zhang
Yin Zhang

Kid Testers
Micah Brown
Mike Brunick
Courtney Denue
Madeline Roy
Erik Saulnier
Jonathan Schaeffer
Eric Segerstrom
Jacob Skolnick



TDK Mediactive, Inc.

Production Team

**Executive Producer
In Charge of Production**
Steve Ryno

Senior Producer
Tim Goodlett

Producer
David Artuso

Assistant Producer
Brian Etheridge

PD Coordinator
Adeline Petros

Quality Assurance Director
Donn Nauert

Quality Assurance Lead Tester
Erik Van Rooy

Quality Assurance Sr. Tester
Emerson Dibley

Quality Assurance Team

Mario Cruz

Mariano Merino

Abraham Munoz

Rob Phelps

Ed Ramiro

Jimi Doss

Terry Oppenheimer

David Yasno

Management Team

Executive Producer and CEO
Vincent Bitetti

President COO
Shin Tanabe

Executive VP, Sales & Marketing
Michael Devine

Executive VP, Business Development
Daniel Kletzky

VP, Operations
Lorena Billig

Director, Business Development
Andy Babb

Director, Brand Marketing
Chaz Fitzhugh

Director, Creative Services
Ray Woods

Brand Manager
Andrea Frechette

Special Thanks
Brett Nelson
Paige Pooler
Michael Polis
Michele Moore

PRODUCT SUPPORT / TIPS

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdkm.com. You can also learn more about this game and find cool tricks and tips at www.muppetgame.com.

EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone Monday through Friday 7:30am to 6:00pm PST at (818) 707-7063.

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediactive Product Support Department at (818) 707-7063 or on the web at www.tdkm.com before returning the Product to a retailer.

If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he or she will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**TDK Mediactive, Inc.
4373 Park Terrace Drive
Westlake Village, CA 91361
Attn: Product Support**

TDK Mediactive is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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PRINTED IN THE USA 62514-300